



Strategy Guide

**By Mackey McCandlish
and Dean O'Donnell**



One Must Fall 2097 Strategy Guide

Written and created by

Mackey McCandlish

Editing and additional writing by

Dean O'Donnell

Layout and Typesetting by

Mark Rein

Special thanks to

Rob Elam

Ryan Elam

Tim Sweeney

Cover painting by

Ken Rieger

One Must Fall 2097 is a

Diversions Entertainment Production

Published and Distributed by

Epic MegaGames Inc.

IMPORTANT NOTICE

This manual and its contents are copyright © 1994 by Epic MegaGames Inc., Rockville MD, USA. All rights reserved. Reproduction of the material contained in this document in any form without the prior express written permission of Epic MegaGames is strictly prohibited.

The One Must Fall logo, cover painting and Epic MegaGames logo are TM and © 1994 by Epic MegaGames Inc., Rockville, MD USA.

Introduction

This guide will provide you with a start in the arena. It covers combos, special moves and strategies for each mech, but in no way is it the last word on OMF2097.

Different opponents will require different approaches, and we expect each player will have his own favorite strategies. Use the guide as a start for each mech and go from there. All the combos and strategies were found in the 1 Player Game. Because of differences in speed and power in Tournament mode, and adjustable settings in the 2 Player Game they may not work there. On the other hand, they might, so don't give up on us too easily!

We've shed a lot of hydraulic fluid to bring you this guide, so you won't have to. May your punches be mighty, your kicks always con-

nect, and your mech never be the one to fall!

This guide includes:

Combos- These are the multiple-hit moves that do the most damage in OMF2097. Certain moves can go directly to other moves without returning to the "at rest" animation frame, it's a matter of timing. You can mix and match these moves to your heart's content but we've included some of our favorite combos. Master them and you're on your way.

Damage- Percentage of the opponent's total health that will be subtracted.

Difficulty- Rated on a scale of 1-10, with 10 being the most difficult.

Special Moves- Each mech has different special moves. We provide you with a list for each mech, and how to do them.

Scraps- When you've defeated your opponent you can totally humiliate him by turning his robot to trash.

Strategies- These are more general approaches to combat for each mech. There are as many strategies as there are gamers playing OMF2097, but these will get you started.

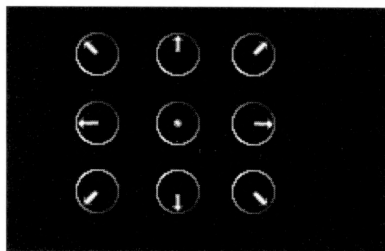
There's also a section on countering each of the mech's special moves, hints for avoiding the hazards in each of the arenas, and a "Pro Techniques" section with tips, secrets, and special game modes.

Publisher's Note: We'd like to especially thank Mackey McCandlish and Dean O'Donnell for the extraordinary effort they've made to make this book such an excellent companion guide to One Must Fall 2097 - Thanks guys!

Special Move Controls

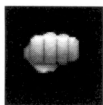
In order to do the special moves, you're going to have to learn some fancy fingerwork with your gamepad or keyboard.

Control Circle



For each move, a circle with an arrow nearby points to which direction to press or curve.

Punching



When a fist appears, for any of the regular or special moves, press PUNCH.

Kicking



When a foot appears, for any of the regular or special moves, press KICK.

Jumping



When the word JUMP appears, press UP (or Up towards or Up Back) to JUMP.

Quarter Roll Moves



When a curved arrow moving a quarter of the way around the control circle appears by a special move, press DOWN where the arrow starts, and then make a curve around the outside of the circle to the point where the arrow points to. For example, for Jaguar's Leap, press

DOWN, then curve to DOWN-TOWARDS, then curve to TOWARDS and press PUNCH.

Half Roll Moves



Do the same as a quarter roll, but go half way around the circle. For Example, Katana's Extended Corkscrew Blade: Press BACK, curve to DOWN BACK, to DOWN, to DOWN TOWARDS, to TOWARDS, and press PUNCH.

Close



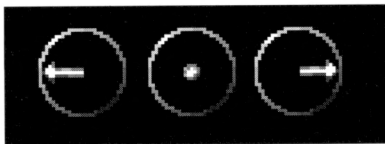
When the word “CLOSE” appears around a direction circle, you must be within throw range to do the move.

Keyboard Curving

Curving (when moving from one direction to another for a quarter or half roll move) can be difficult on the keyboard. The easiest way to do a quarter roll move is to trick yourself into trying to go from a ducking position into a Standing Jab (pressing DOWN then pressing TOWARDS and PUNCH, or KICK). Rather than doing the Jab (or Short Kick) the special move will come out! Doing a Half Roll is much more difficult. It is easiest to first master the Quarter Roll then do the Half Roll by walking BACKWARDS (or TOWARDS) and immediately

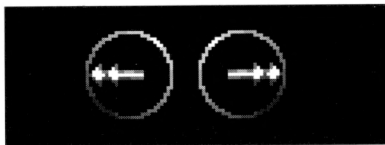
doing a quarter roll TOWARDS (or BACKWARDS).

Single Tap Moves



When the DOWN arrow and a Dot in the center of the circle appear, press DOWN and then take your finger/hand off the controller before pressing PUNCH or KICK. For Example: Pyros’ Pyro Spin. Tap DOWN, let go, and press PUNCH.

Double Tap Moves



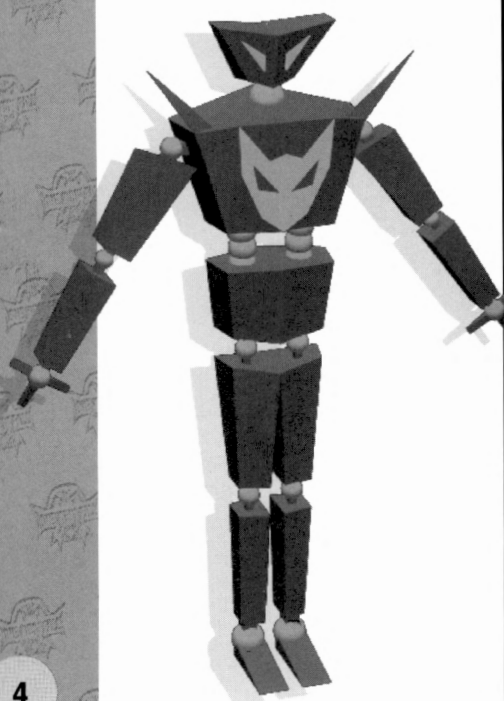
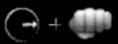

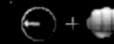

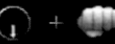

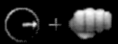

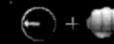

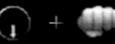







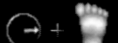

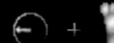

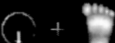

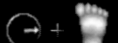

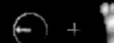

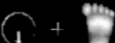



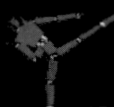
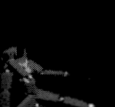






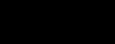



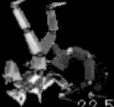
A double-headed arrow means a Double Tap is necessary. Tap twice and HOLD the direction the sec-

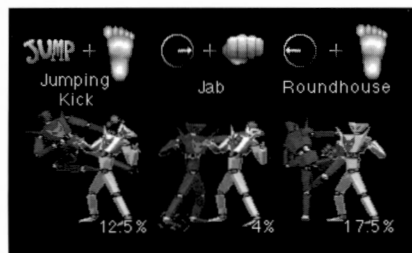
ond time you press. While continuing to hold, press the indicated PUNCH or KICK. For example: Thorn’s Spike Charge, tap TOWARDS twice and HOLD it then press PUNCH.

Jaguar

Jaguar does not have as wide a range of combos as some of the other characters, but he makes up for it with his powerful specialty moves and overall high agility. The Jaguar must be played actively to be effective, so always be on your toes and attack-

ing. Jaguar doesn't depend on lengthy strategies, just natural agility and playability, making it a great mech for beginners. Choose a pilot with high agility, otherwise you won't be able use Jag's abilities to their fullest.

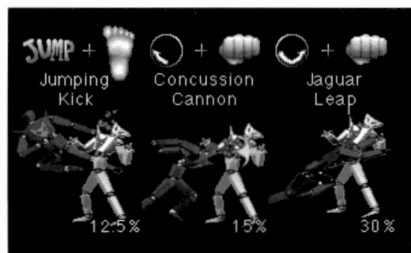
	 + 	 + 	 + 	 + 	 + 	 + 
	Jab	Strong	Fierce	Jab	Strong	Fierce
						
	4%	4%	11%	4%	11%	17.5%
	 + 	 + 	 + 	 + 	 + 	 + 
	Short	Medium	Roundhouse	Short	Medium	Roundhouse
						
	11%	11%	17.5%	5%	11%	17.5%
	 + 	 + 	 + 			
	Jumping Punch	Jumping Kick	Suplex			
						
	12.5%	12.5%	22.5%			



3-Hit Roundhouse Combo

This combo is a good one to use on a dizzy opponent, as it can be difficult to get a close jab on a mobile character. You must start the Roundhouse Kick immediately after you press jab for the combo to succeed.

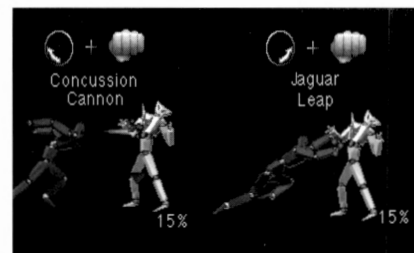
Damage 34% - Difficulty- 5



4-Hit Cannon Combo

An easy combo if you can pull two special moves in a row. An important one to learn.

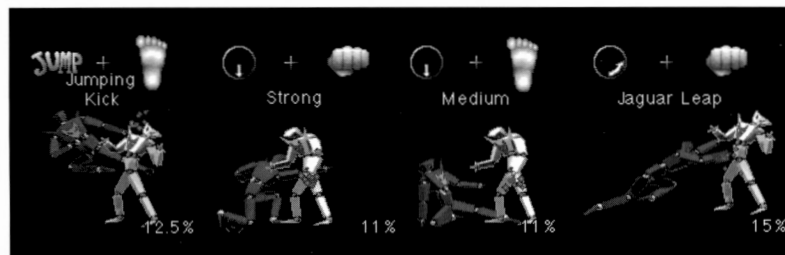
Damage- 57.5% - Difficulty- 6



2-Hit Leap Combo

First launch a bolt from your concussion cannon, then slow it down by pulling back. If you are able to hit your opponent with it, follow by using the extended Jaguar Leap. The leap will catch the opponent just as the blast hits.

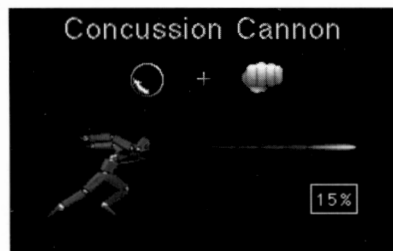
Damage- 30% - Difficulty- 7



4-Hit Leap Combo

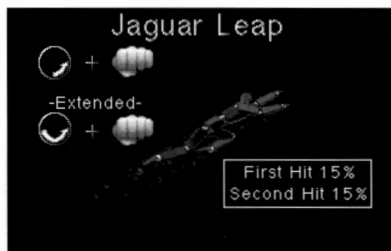
This is one of the more difficult Jaguar combos and should only be used after much practice. It is possible to score five hits if the extended leap is used in place of the regular leap and the timing is perfect.

Damage- 49.5% - Difficulty- 8



Concussion Cannon

You have to love this weapon. It has the shortest lag time and it's the most controllable of any projectile. You can actually stop it on the screen, making it possible to have two on screen at once. Nothing is better at knocking opponents out of the air.



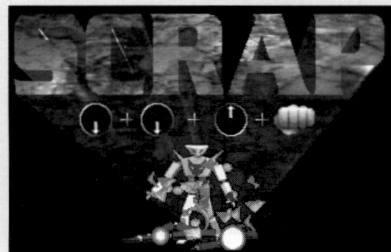
Jaguar Leap

In Hyper mode you can switch to a Jaguar Leap while in the air, making it great in air-to-air attacks. Avoid it for ground-to-air attacks, because the initial crouch before the spring is vulnerable. Be careful when using it from a distance; you won't pass through the opponent making you vulnerable during the last couple frames of animation.



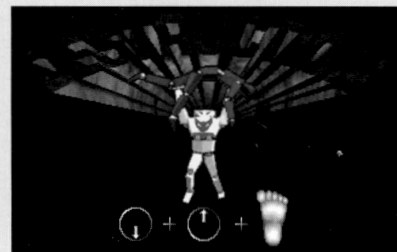
Overhead Throw

Especially useful against the Nova mech, this move requires near perfect timing. Use it as an air-to-ground attack, rather than air-to-air (however if you get hit into the air and the opponent jumps after you, you can use this to get back at them).



Hit DOWN, DOWN, UP, and PUNCH and you'll get Jaguar's SCRAP move. When the Jaguar has the poor sap over his head, hit DOWN, UP, and KICK and you'll get Jaguar's DESTRUCTION move.

Bingo! Now aren't you glad you bought this guide? We've included this to let you know that it's there. You have to find the rest!



Jaguar's Strategies

Leap Rampage

An important thing about Jaguar's Leap is that it allows you to pass through the opponent (especially with the extended move), so you can make a surprise attack from the opposite direction. You can use this to confuse your opponent by doing the Leap repeatedly back and forth until you knock him down.

Concussion Cannon Defense

If you find yourself in the corner (or have put yourself there for this strategy), fire a blast from your concussion cannon and aim it at the opponent (this only works in Hyper Mode). The moment Jaguar recovers from firing, fire another (the first plasma blast should still be on the screen, unless it has hit the opponent). Continue doing this, but instead of aiming at the opponent, make a few go up, and a few down while varying the speed. You must anticipate when the opponent will jump at you. Since it's easy to guide the Plasma Blasts, it becomes very easy to knock your opponent out of the air even at close range. This strategy takes a little luck and maybe some clairvoyance to work perfectly. Like any strategy, don't depend on it, just mix it in at the right time.

Overhead Throw-After-Throw

If you successfully do the Overhead Throw, jump in and try to do it again as they get back up. It's great for catching the enemy off guard. Be careful, because if you miss with the throw, it's very easy for your opponent to move in close and throw you.

Jumping Confusion

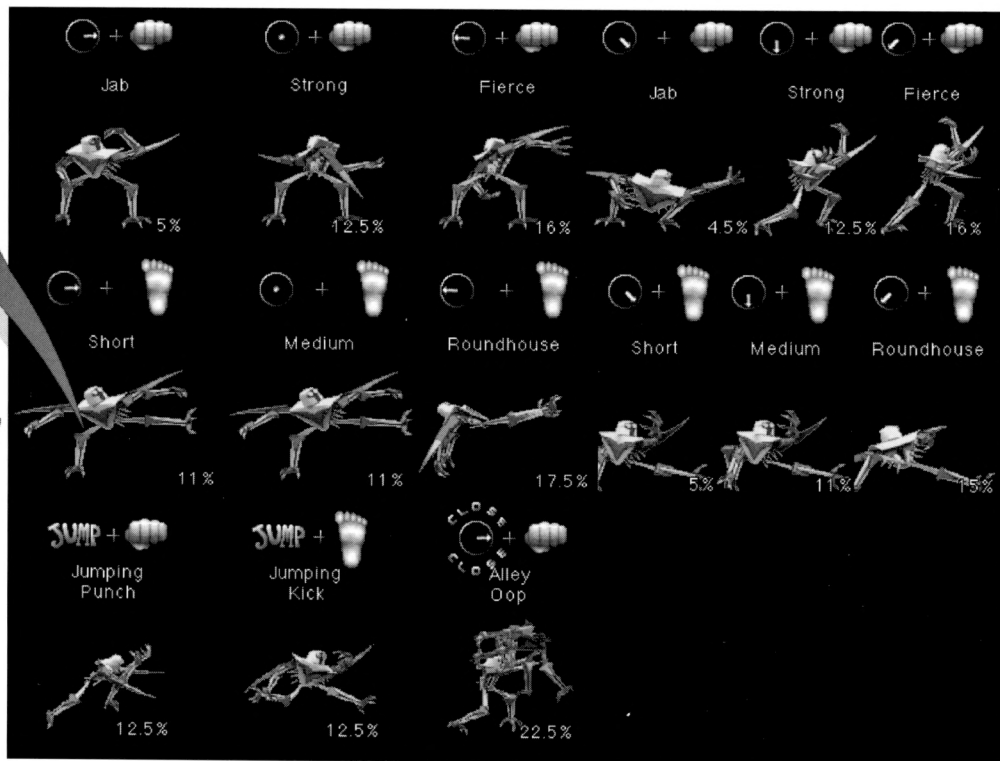
Approach the enemy and attack with a standing or ducking attack (or Jaguar's Leap) then jump over him, turn in the air, and attack from behind. When you land, immediately jump back over the opponent and repeat the strategy. Eventually your opponent will catch on, so mix in some regular attacks and a few Jaguar Leaps.

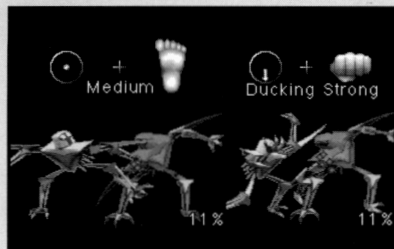
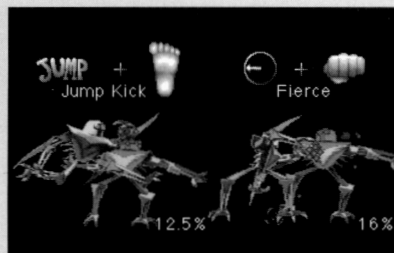
Remember, with Jaguar you can jump in and hit the opponent then immediately jump out, kicking right at the beginning of the jump. Voila! Instant two hit combo.

Thorn

Thorn is a very versatile mech because he has both fast and powerful moves. He is not for beginners, as

his combos are not easy and his moves require a lot of timing. If used correctly he can be deadly.



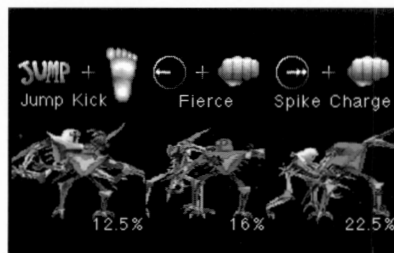


4-Hit Quick Quad Combo

This combo is a little easier than the Speed Kick Combo (if you can get the timing down), and does more damage.

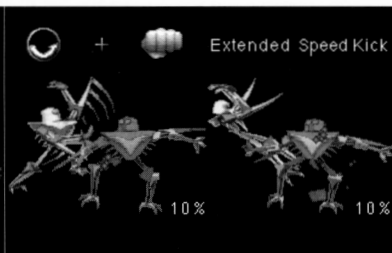
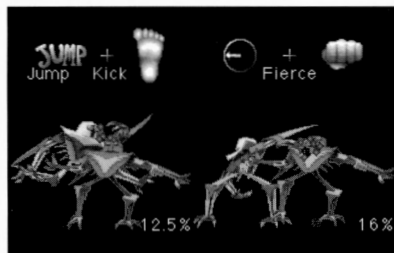
It does not look quite as impressive as the Speed Kick combo, but it leaves your opponent standing. You can then hit the opponent with a Ducking Roundhouse while he stares in disbelief as half his life oozes away.

Damage- 50.5% - Difficulty- 4



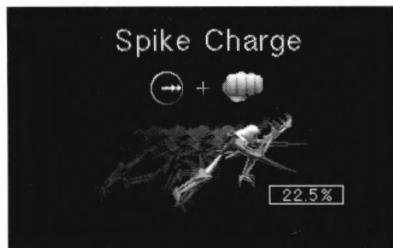
3-Hit Spike Charge Combo

The key to success with this combo is to tap Towards and Punch quickly after throwing the Fierce Punch. The unconventionality of this combo makes it difficult to do unless you practice the timing to the point where you can do it with a single press of the punch button and only two taps in the direction of your opponent. Damage- 54% - Difficulty- 7



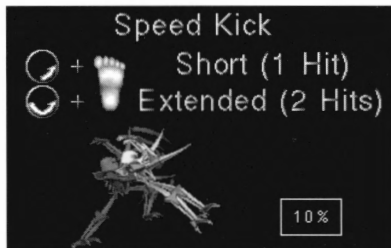
4-Hit Speed Kick Combo

This combo is like Katana's 4-Hit Corkscrew Blade Combo because you must wait until you actually see the frame of animation where the fierce punch hits, rather than just doing two moves in quick succession. The final hit of the Speed Kick is difficult to get if the opponent is in the corner because you will often overrun him with the first hit. Damage- 48.5% - Difficulty- 5



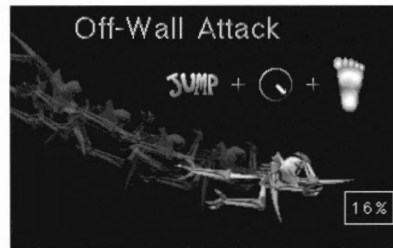
Spike Charge

This move is the true backbone of a successful Thorn player. Many moves that look like they should counter this charge just don't work, making Thorn almost invincible. If an opponent is attacking you at close range with a slew of regular attacks, use the Spike Charge and chances are you will run right through his attacks and toss him across the screen. Don't use the Spike Charge while far away from your opponent, because Thorn is vulnerable for the last two frames of animation. The Spike Charge doesn't work well against air attacks, because Thorn is most vulnerable in the upper body when actually using the move. If you want to stop an air attack, fake the opponent into attacking early, and then grab them with the Spike Charge while they are still falling, defenseless.



Speed Kick

This move does not have the invulnerability of the Spike Charge, and cannot be used as often unless you have a high threshold for pain. On the other hand, it is effective when close because it will be more likely to hit on the first try and ensure a second hit if you're using the extended version (don't forget that it's very tough to get the second hit if the opponent is in the corner). As an air move it can be especially effective, but only if used when close to the ground because the hit frame doesn't last very long in the air.

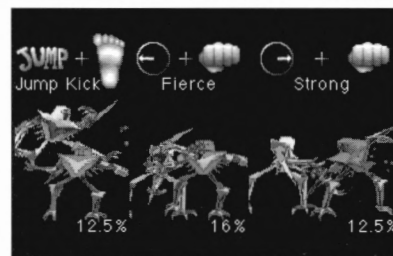


Off the Wall Attack

This move can be extremely effective if used in air-to-air combat or when cornered (where you can be sure of either hitting your opponent or escaping). To hit the enemy when they are close or on the ground, you can lower the altitude of the wall spring by waiting until Thorn is very low on the wall before doing it. You can also break out of the move into a Flying Speed Kick in Hyper mode. It is not always a good idea to use the Off the Wall Attack as an escape method because Thorn is extremely vulnerable from behind during the move.

3-Hit Strong Combo

This combo is both easy and effective. Use it to stun the opponent before you move in with a four hitter. Damage-41% - Difficulty-2



Thorn's Strategies

Corner Trap

To keep your opponent in the corner, assault him with a mix of Ducking Short Kicks, Ducking Jabs, Ducking Roundhouse Kicks, and Speed Kicks. If he jumps, quickly do Thorn's powerful Ducking Fierce Punch. If he begins to make successful retaliations, use the Spike Charge to slip by his offensive, putting him in the opposite corner (where you can continue the Corner Trap).

Defensive Offense

Thorn's weak points are the limited range of his punches and his unusually large size. To make up for this, it is important to incorporate counter maneuvers into your arsenal. If an opponent should try for a slide or a rushing move, block and follow up with a Standing Fierce-Extended Speed Kick combo, which almost always guarantees 3 hits. If the opponent uses a jumping move, then the natural answer is the Speed Kick, but do not depend on it! The Speed Kick's first hit is not as effective in dealing with air attacks as it looks. A Ducking Fierce is more likely to work and does more damage.

Up Close and Personal

Thorn is especially powerful at close range (hence the effectiveness of his Corner Trap). His three standing punches can be intertwined in combos if done correctly, and his ducking moves (excluding the ducking roundhouse kick) are all very effective short-range moves. If you find yourself in close quarters with the opponent, it is best to attempt a 2 or 3 hit combo, such as the last three hits of the Quick Quad Combo or the Speed Kick Combo. Also, remember to throw in a Ducking Roundhouse occasionally to keep your opponent guessing, as the Ducking Roundhouse is unlike Thorn's other moves. Don't use the Standing Roundhouse! It is extremely slow, leaves Thorn vulnerable both before and after its hit frame, and cannot be used in ground combos.

Block Toss

When the opponent blocks your Spike Charge try to throw him before he can throw you. Start the Spike Charge from a distance equal to the distance the Spike Charge travels, so if the opponent manages to block it, he will have fewer frames to retaliate.

Back Foot Backlash

Thorn has an advantage possessed by very few of the mechs. He can hit with both his front AND back leg when doing a jump kick, dragging the opponent with you if you are both pointed in the same direction. This can be very effective if you have knocked down your opponent in the corner, because if you jump at him and hold away, Thorn will turn around and the kick will most assuredly hit and set you up for a combo.

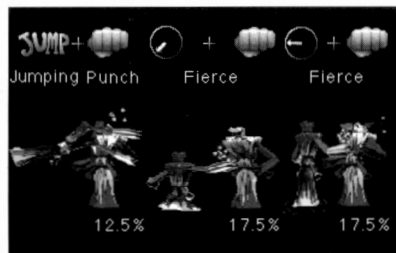


Pyros

If you have a fetish for flame, then Pyros is your mech. He's easy to use and can turn an enemy to toast before you can say, "Napalm." Unfortunately, he's rather slow and doesn't have many combos.



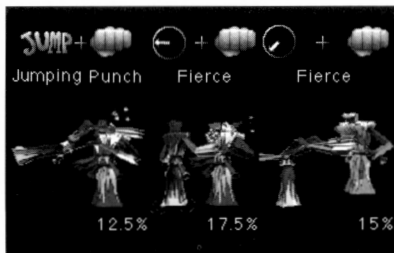
 Jab/Strong 4%	 Fierce 17.5%	 Jab 4%	 Strong 11%	 Fierce 17.5%
 Short / Medium 10%	 Roundhouse 15%	 Short 3.5%	 Medium 10%	 Roundhouse 15%
 JUMP + Jumping Punch 12.5%	 JUMP + Jumping Kick 10%	 Pyro Barbecue 22.5%		



3-Hit Fierce Combo

Pyros has very few good combos. This one is very easy, considering the damage it does, and you can use it from anywhere in arena, not just the corners. After the last fierce, you can add the Thrust Attack if your fingers are limber. If you use Pyros often, learn this combo.

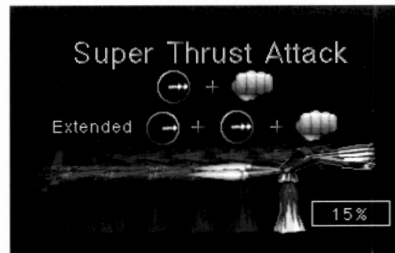
Damage- 47.5% (62.5% with Thrust Attack) -
Difficulty- 2



3-Hit Charging Combo

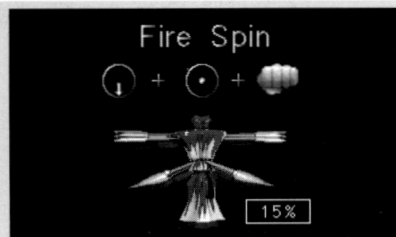
Another powerful combo, but not as easy. Tap Towards and Punch rapidly after hitting with the Fierce Punch. Practice the timing to cut out extra button presses.

Damage- 45% - Difficulty- 7



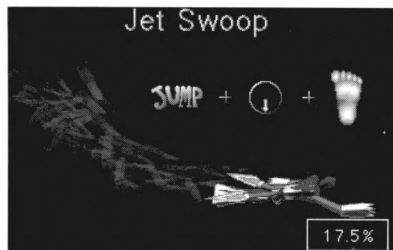
Super Thrust Attack

Because Pyros uses his flames for propulsion, this rush move will harm the enemy even if it only barely hits. If your opponent jumps at you from close range and you counter with this move, Pyros will scoot under him and hit him with the flames. This moves starts very quickly, so use it for surprise attacks. Unfortunately, the Thrust Attack leaves Pyros' upper and lower body open to attack, which is uncommon for rush moves. In Hyper mode you can use it from the air to counter most jumping moves.



Fire Spin

You've got to be in the other guy's face to do anything more than singe his eyebrows with this move, but it protects all but the upper part of Pyros' body, making it a great defensive move. Use it in the air in Hyper mode to counter air attacks and elevate your vulnerable area out of harm's way.



Jet Swoop

The Jet Swoop kicks major butt in minor time. As an added bonus, when Pyros “goes horizontal” he’s nearly impossible to hit.

Strategies

Jetting Loose

Four ways to Jet: Jump and do the Jet Swoop right after leaving the ground (the move will end early when you hit the ground, but you gain the element of surprise). Do the Jet Swoop from the height of a jump for maximum range (though this will leave you open to attack if you miss). Jump over an opponent, turn around, and do the Jet Swoop on the way down. Not only is this surprising, but it makes the other guy try to turn and block before his robotic cranium gets crushed. Finally, do the

Jet Swoop after being hit into the air by a ground move. The opponent will be waiting for you on the ground and get a face full of fire. At the very least, it’ll get you out of the corner.

Pyro Spin

Use the Fire Spin at the top of a jump if it appears that the opponent is going to jump at you. He’ll jump into the middle of a barbecue. Jump over the opponent and use it from behind (you’ve got to love that turn and block problem). Hint: You can always hit the holographic sphere in the fire arena with it.

Pyro Barbecue

With most mechs, when you kick someone, your foot is open to attack, but all of Pyros’ kicks (or flames) are impervious to other attacks. His flame will beat any move except invincible ones (Katana’s Rising Blade, Gargoyle’s Rising Talons in the air, and fire-balls). On the other hand, the flame is very slow, and can’t be used in a 3+ hit combo. (Except for his ducking short kicks, which

can score up to five hits in a row.)

Fierce Counter

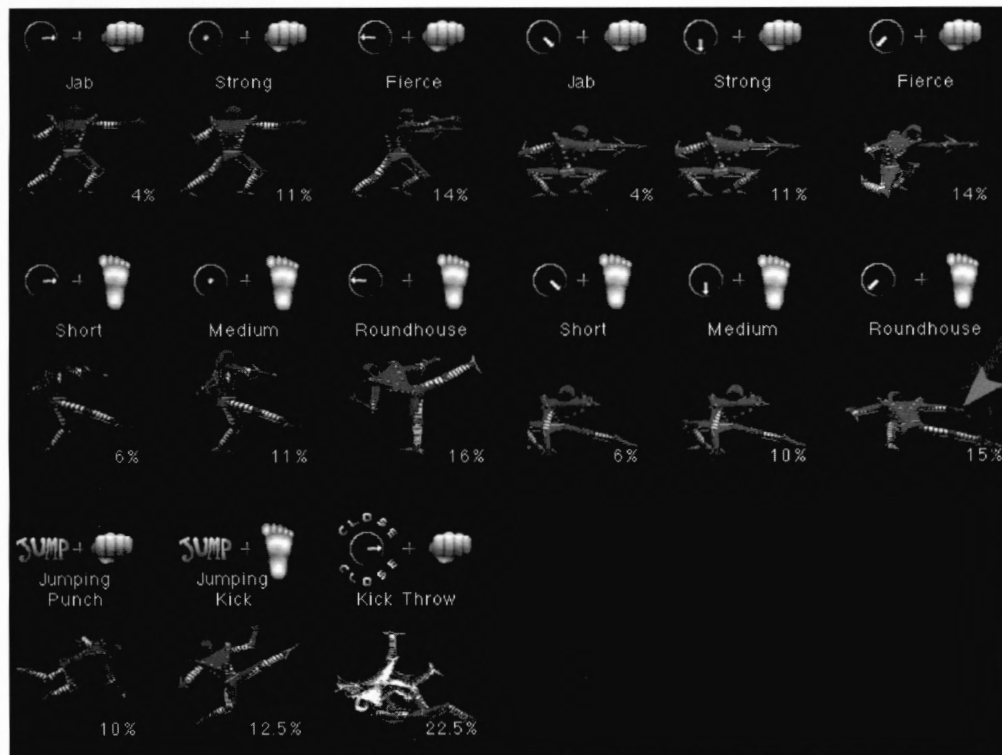
Pyros’ standing Fierce Punch hits at a slight upward angle, making it a good counter to most moves. Don’t forget that you can combo out of it with a Thrust Attack or Ducking Fierce Punch.



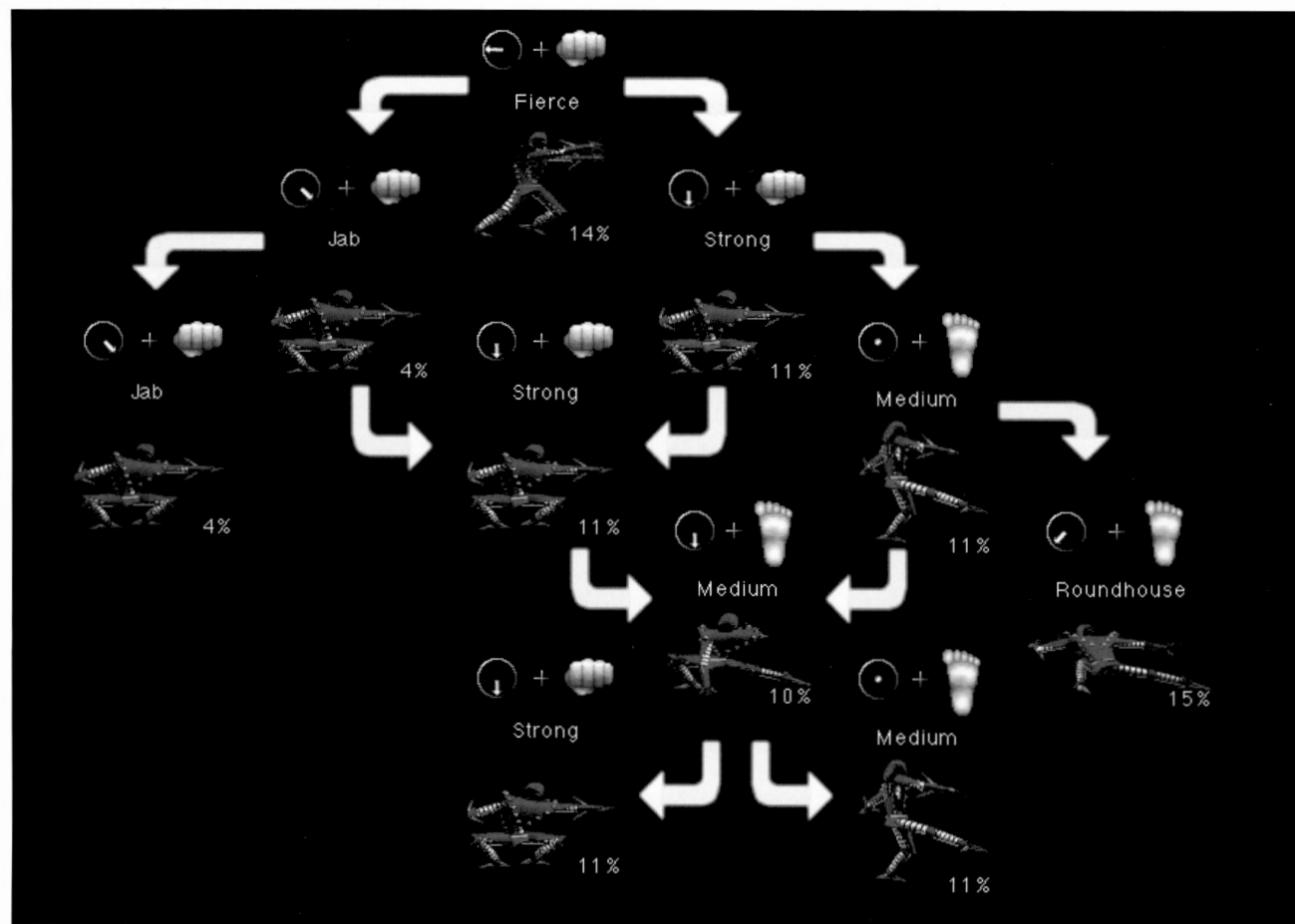
Shadow

Shadow is a very difficult character to master, and a very difficult character to fight against. It's always easy to block shadows and then hit the real Shadow, but a good player mixes them up enough to make this diffi-

cult to do. Therefore Shadow should be considered an advanced character who takes much practice to learn to use well, but is like a scalpel in the hands of a master.



The Shadow Combo Tree



Rather than most moves being able to combo to just one other move, most of Shadow's moves can branch into either of two moves, making finding combos a matter of mixing and matching. The best way to learn Shadow combos is to memorize which moves branch to which other moves, and learn a few combinations that work best in certain situations. The Shadow Combo Tree uses arrows to show how each of Shadow's five branching moves connect to two other regular moves. Repeating combos (such as Jab, Jab, Jab, or Strong, Medium, Strong, Medium) are shown once otherwise the tree would go on forever. Keep in mind that it is nearly impossible to get more than six hits of the tree in a row before pushing yourself or the opponent out of range. Here are some examples;

4-Hit Kick Combo

When the opponent is held by the Shadow Grab:

Jumping Kick, Ducking Medium Kick, Standing Medium Kick, Ducking Roundhouse Kick

Damage- 48.5% - Difficulty- 4

4-Hit Strong Combo

When you block a slide:

Ducking Strong Punch, Ducking Strong Punch, Ducking Strong Punch, Ducking Strong Punch

Damage- 44% - Difficulty- 2

6-Hit Death Combo

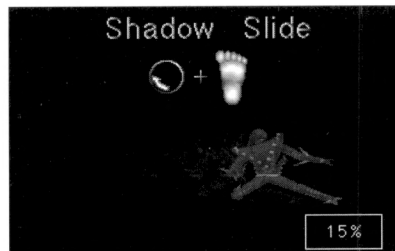
When you have him dizzy in the corner:

Jumping Kick, Standing Medium Kick, Ducking Medium Kick, Ducking Strong Punch, Standing Medium Kick, and Ducking Roundhouse

Damage- 70.5% - Difficulty- 7

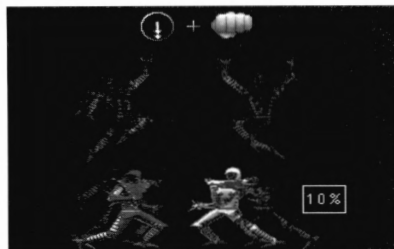
Shadow's Special Moves

Shadow's ability to expel projections of himself can be a two-edged sword. He will take 60% damage for any hits his shadows take, so multiple shadows mean multiple damage. On the other hand, they allow a greater level of strategy and some of the greatest moves in One Must Fall 2097.



Shadow Slide

The Shadow Slide can cause confusion and mayhem. It can only be blocked when ducking. Use it only if the opponent is on the ground because it is vulnerable to jump attacks.



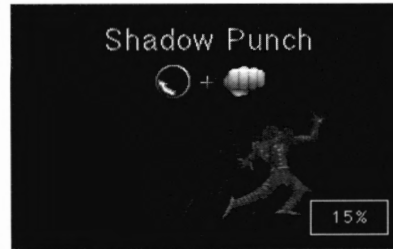
Shadow Grab

This is potentially the most powerful Shadow move, but is also the easiest to hit. If used while an opponent is directly overhead, it will nail them on the way up. If it catches the opponent on the ground, it will hold him for about five seconds but do no actual damage. While an opponent is struggling to get free of the Shadow, use a combo on them, as you cannot throw them while the Shadow holds them. Unfortunately it is vulnerable everywhere but its hand on the way up, and completely vulnerable on the way down.



Shadow Dive

It's hard for an opponent to hit the Shadow Dive because of the angle at which it travels. Use it either when the opponent is at the top of his jump or standing on the ground. If the opponent has just started to jump, the Shadow Dive will probably end up below him leaving the Shadow vulnerable to a jumping attack. The Shadow Dive is harder to hit if used at the height of a high jump, because the enemy can't get on top of it. If the opponent is on the ground, use it at the very beginning or end of your jump. It'll hit low or hit the ground if it misses.



Shadow Punch

The Shadow Punch is slightly faster than the Shadow Slide, but can be blocked both when standing or ducking. It has a wider attack range, hitting either a standing or jumping opponent, and is harder to hit (it's easy to jump kick the Shadow Slide)

Shadow's Strategies

Shadow Flurry

By quickly rotating between the four shadow moves (but depending mostly on the Shadow Slide and Shadow Punch) you can confuse the opponent enough to hit him more often than he can hit you. You can also grab him with the Shadow Grab occasionally (enabling you to combo him).

Roundhouse Counter

Shadow's Standing Roundhouse Kick is one of the most powerful in the game. It is great for countering jumping opponents. Go for it just as the opponent reaches the top of his jump.

Surprise Sweep

You can usually catch a human player off guard by using a ducking Roundhouse Sweep right when the fight begins. Just walk up and sweep them when you hear "Fight!" (the hard part is learning exactly how far to walk).

Defense and Offense

Shadow does not particularly excel in close combat, so it is best to fend off opponents with Shadow moves. Get close if you can get them in the corner where you can do a flurry of kicks and punches strung together as combos. Throw in Roundhouse Sweeps whenever you feel that you are being pushed out of hit range.



Electra

Electra is one of the more powerful mechs because of the wide variety of moves it possesses. This mech can be used by beginners and experts alike. It has very easy but effective combos, and some very useful regular and special moves.

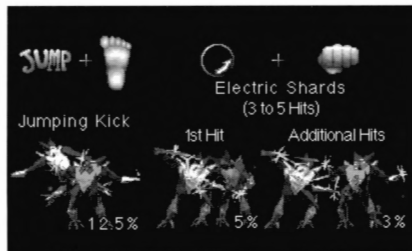
Jab	Strong	Fierce	Jab	Strong	Fierce
4%	4%	15%	4%	11.5%	15%
Short	Medium	Roundhouse	Short	Medium	Roundhouse
10%	7% (each)	17.5%	5%	11%	17.5%
Jumping Punch	Jumping Kick	Electric Shock Treatment			
12.5%	12.5%	22.5%			



3-Hit Leg Sweep Combo

A powerful (for three hits) combo that is easy to master. It works without the first hit too, as you can follow a Ducking Strong Punch with a Ducking Roundhouse Kick if you block a slide or do not have time to jump when the opponent is dizzy.

Damage- 41.5% - Difficulty- 1



4 to 6-Hit Electric Storm Combo

The Electric Storm has to be one of the most unpredictable moves ever created. On some of the shorter mechs the combo will only get 3 hits, while on others it can get up to five. This combo is extremely easy, but not too damaging. It is more a "show move" than anything else.

Damage- 23.5-29.5% - Difficulty- 3

Pro Combo

4 to 6-Hit Death Combo

Jumping Kick

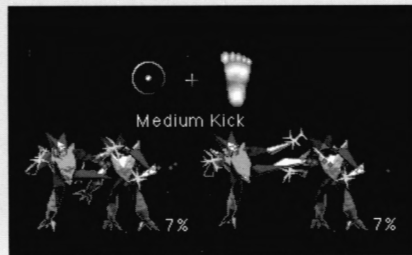
Standing Medium Kick

Electric Shards (up to 3 hits)

Rolling Thunder

The key to this combo is to break out of the double-hit Standing Medium Kick before the second hit. You can't break out after that and the combo won't work.

Damage- 45.5% - Difficulty- 6



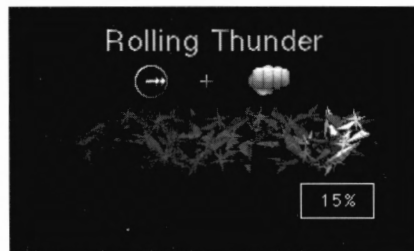
4-Hit Medium Kick Combo

An easy combo with passable damage, it can be used anywhere in the arena, not just in the corner, like most 4+ Hit combos. You can score five hits in the corner by throwing two jabs instead of one. Damage- 30.5% (34.5% with an extra Jab)- Difficulty- 4



Lightning Sphere

You can throw this quickly and in Hyper mode you can guide it. Holding Forward will increase its range, and it isn't too hard to knock the opponent out of the air by holding Up and Back.



Rolling Thunder

This counters most moves and causes as much damage as a Fierce Punch. It's not especially vulnerable even after it hits, because it quickly bounces away. For greater range and speed use the extended version.



Electric Shards

This will stop most rushing moves (like Thorn's Spike Charge) cold. It's a good distance weapon and only leaves Electra's back open to attack. In REHIT mode they will hold an opponent in the air if used after a knockdown move (try throwing someone then using the Electric Shards).

Electra's Strategies

Rolling up a Winner

One way to surprise the opponent is to walk straight at him and pull off the Extended Rolling Thunder at close range. Use it over and over when you hit the ground. Start the joystick motion when you are still falling so you can do it as you hit the deck.

Lighting Storm

Try backing into the corner and throwing continual Lightning Spheres. Lay down a suppressing fire, scattering them along the ground and guide a few up. You should get an easy couple of hits! When the opponent jumps at you throw the Electric Shards, which will get multiple hits in REHIT mode by holding him in the air.

Taking the Offensive

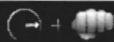























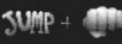
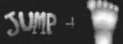




Electra isn't just a defensive character. Get close with a short Rolling Thunder, and when you get them in the corner alternate between Standing Roundhouses, Ducking Roundhouses, Electric Shards, Rolling Thunders, and Lightning Spheres. A truly nasty strategy.

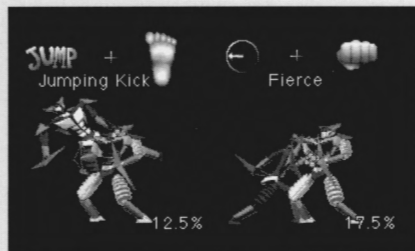


Katana

Katana has a variety of moves, deadly combos, and his Corkscrew Blade is invincible, making him one of the most powerful mechs in the game. Not too difficult to learn and nearly unstoppable when mastered, Katana is a great mech to make your own.



					
Jab	Strong	Fierce	Jab	Strong	Fierce
					
4%	4%	17.5%	6%	11%	15%
					
Short	Medium	Roundhouse	Short	Medium	Roundhouse
					
6%	11%	16%	6%	11%	15%
					
Jumping Punch	Jumping Kick	Volley Ball Set			
					
10.5%	12.5%	22.5%			



5-Hit Corkscrew Blade Combo

This is one of Katana's most powerful combos and is fairly easy to use even when the opponent is not dizzy. If you score the first hit and are close to the opponent, then the rest is downhill. You must wait until you see the Fierce Punch connect before you do the Extended Corkscrew Blade (unlike some combos where you must do the next move before the previous move is completed).

Damage- 49.2% - Difficulty- 3



3-Hit Kick Combo

After being hit by this combo a few times you can be sure your opponent will learn that sliding at Katana is a very bad idea. This combo will often make your opponent dizzy (and set you up for the Corkscrew Blade combo).

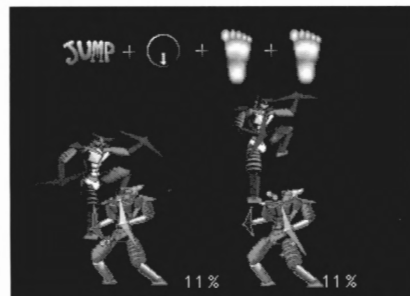
Damage- 38% - Difficulty- 5



3-Hit Corkscrew Blade Combo

Although more difficult than the 3-Hit Kick Combo, it's a little more powerful and can be used to add variety to your usual line up.

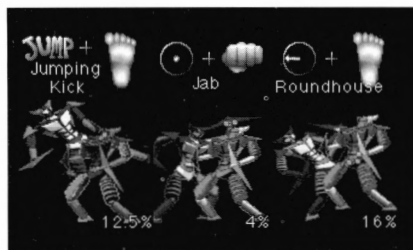
Damage- 37.6% - Difficulty- 7



2-Hit Heel Stomp Combo

Jump into your opponent and quickly tap Kick as you press down. The deeper you jump into the opponent's sprite, the more hits you can score. After a deep Heel Stomp you can go right into a Corkscrew Blade.

Damage- 24% -Difficulty- 2



3-Hit Roundhouse Combo

More difficult than the Corkscrew Blade Combo and less damaging, but good for beginners because if the opponent blocks the Roundhouse Kick you can quickly do the V-Ball Set.

Damage- 32.5% - Difficulty- 8

7-Hit Hurricane Blade Combo

Jumping Kick, Standing Jab, Standing Fierce, Ducking Jab, Extended Corkscrew Blade

This difficult combo is best used when the opponent is dizzy. The easiest way to go from a Ducking Jab to an Extended Corkscrew Blade is to skip the jab, but hesitate on the forward motion of the Extended Corkscrew Blade and tap the punch button an extra time.

Damage- 66.7% - Difficulty- 8



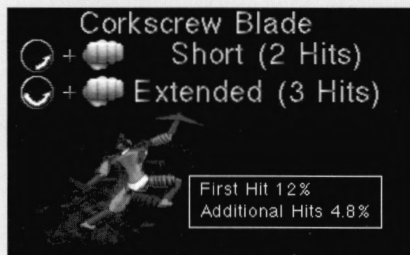
Heel Stomp

Able to hit both airborne and grounded opponents, the Heel Stomp is a great move if you can get above the opponent. Watch it if the opponent is jumping towards you! All but the extended foot is vulnerable to attack.



Wall Spin

If your character has high speed, you can jump the full length of the screen with the Wall Spin. Rebounding off the same wall all the time slows down the move and sets the opponent up for a throw when you end. Notice that in Hyper mode you can break out of the initial jump towards the wall with any jumping move. If you find your opponent dizzy while you are on the opposite side of the screen, this can get you over to him in a hurry.



Corkscrew Blade

This move is completely invincible on the way up, but when you land you are vulnerable for a few frames. Don't use it at short range when the enemy is blocking, because you will set him up to hit you when you land.

Katana's Strategies

Roundhouse Kick Corner Trap

If your life is low and you've got to resort to the "anything to win" mentality, try to get close to the opponent and do a Standing Roundhouse. Since the kick slides forwards in a wheel-kick motion, your opponent will be left with exactly 1 frame to either jump away or try to throw you. If he does neither, you can immediately do the V-Ball set. Don't use this move too often, or the opponent may catch on and toss you.

Corkscrew Blade Kamikaze Attack

If your opponent has you in the corner or vice versa, you may want to try doing the Short Corkscrew Blade over and over again. Since the Corkscrew Blade has very little recovery time, you can usually slice your opponent to ribbons.

Spinning and Spinning

Use the Wall Spin several times in a row in short bursts to break up the enemy's control. The move is very hard to hit and usually must be blocked, putting them on the defensive. Once they're on the defensive you can move in and mop up.

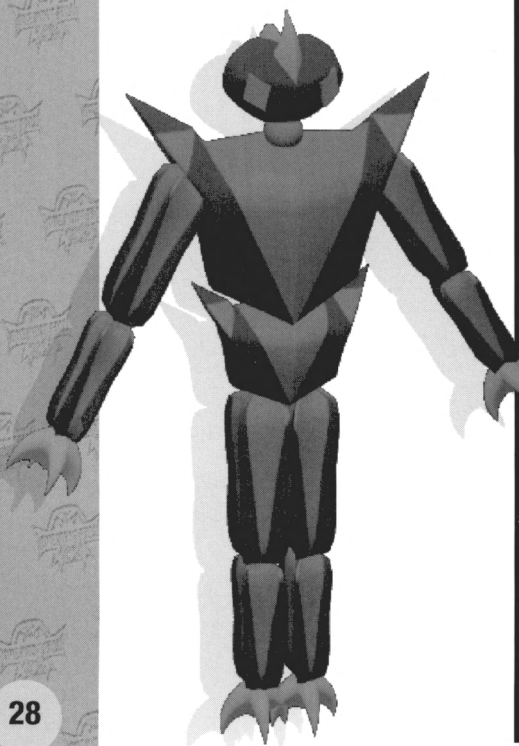
Heel Stomp Surprise

This one works a little better for the slower pilots because of their lower jumps. If you find yourself in close quarters with the opponent, jump towards him and do the heel stomp. You can get the 2-Hit Heel Stomp Combo on the way up!

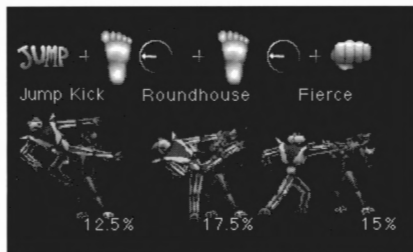


Shredder

Like Jaguar and Chronos, Shredder is a wiry character who must depend on fast moves and quick thinking to keep ahead of his opponent. His regular moves don't do much damage, so rely on combos and special moves to inflict serious pain.



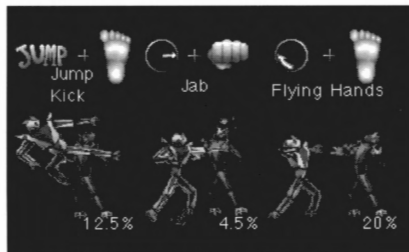
Jab	Strong	Fierce	Jab	Strong	Fierce
4.5%	4.5%	15%	4%	11%	15%
Short	Medium	Roundhouse	Short	Medium	Roundhouse
10%	10%	17.5%	5%	11%	17.5%
Jumping Punch	Jumping Kick	Turn Around Toss			
12.5%	12.5%	22.5%			



3-Hit Roundhouse Combo

A great combo to dizzy the opponent, whether in the corner or not! If you're close you can do two Roundhouses instead of a Roundhouse and a Fierce Punch for even more damage.

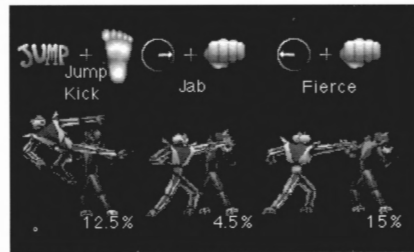
Damage- 45% - Difficulty- 4



4-Hit Flying Hands Combo

A damaging combo that's nearly impossible to do, but if you master it you can really impress your friends. Stay out of the corner with this one, otherwise your hands will overreach.

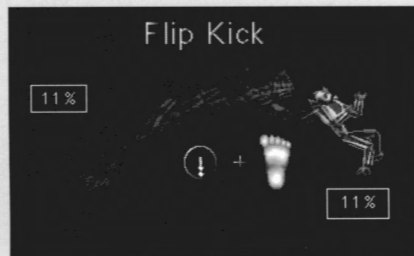
Damage- 37% - Difficulty- 10



3-Hit Fierce Combo

Use this one when you're in the corner. It's possible out in the open, but takes practice.

Damage- 32% - Difficulty- 5



Flip Kick

This baby has a long range and makes Shredder hard to hit (although most of his body is vulnerable during the move, he rushes forward as he does it). The move can hit right when it starts (his feet) to knock someone out of the air or you can use the range to nail them from afar. In Hyper mode you can break out of the Flip Kick to any other air move.

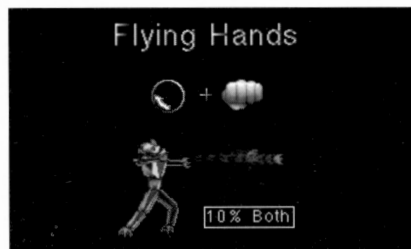
Pro Combo

7-Hit Flying Hands Hyper Combo

Flip Kick break out to Jump Kick, Standing Roundhouse and Flying Hands

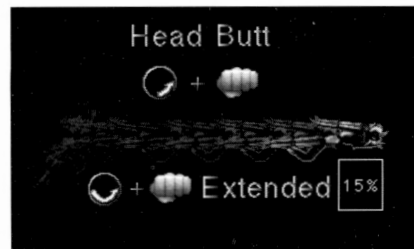
Damage- 84.5% Difficulty- 7

Use it on a dizzy opponent so you can wait until the last second to break out of the Flip Kick and into the Jump Kick.



Flying Hands

With the Flying Hands you can hit twice, once on the way to the opponent, and once on the way back. The disadvantage of this move is that the hands can be hit when they are out, causing damage to Shredder. Use it in hand to hand combat or after a Roundhouse Kick in a combo, not for knocking people out of the air or trading blows.



Head Butt

Fast, furious and hard to counter, the Head Butt can be used in the air in Hyper mode. The extended version goes twice as fast as the regular version and can travel the length of the arena. You leave your entire body open to attack, but it moves so fast that most enemies won't get the chance. In Hyper mode you can break out of this move into the Flip Kick.

Shredder's Strategies

Head Rush

Use multiple head butts (especially extended ones) to force the opponent into the corner and inflict massive damage. In Hyper mode you can break out of it in the middle and do a Flip Kick, making your opponent think you are attacking from the ground when you're really

attacking from the air. In Hyper mode you can also jump over your opponent and do Head Butt from behind.

Flipping Out

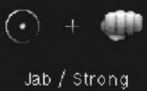


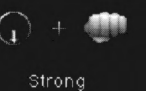










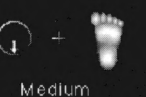





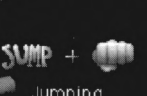
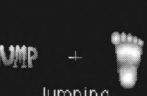






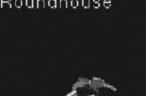
You can see that the Flip Kick will take out nasties from the air, but you can also use it for a double hit. Use it while close to the enemy or, in REHIT mode, just before someone lands on you and bingo, one hit when you start the

move and another near the end. Since you can break out of the move into any other air move in Hyper mode, use the Flip Kick to add an extra hit to any combo starting with a jumping attack. Break out of the Flip Kick into a Jumping Punch or kick right when the Flip Kick hits. Use the Flip Kick as you stand up, countering any jumping attack right after you fall down (but that hardly ever happens, right?)



Flail

Flail, like Shadow, takes time to learn and can only be especially effective after much practice. His combos are difficult, but pay off with more damage. The Flail will give an equally matched player a slight advantage against any other mech.

				
Jab / Strong	Fierce	Jab	Strong	Fierce
 5%	 15%	 5%	 11%	 15%
				
Short	Medium	Roundhouse	Short	Medium
 5%	 10%	 17.5%	 5%	 10%
 JUMP + 	 JUMP + 			
Jumping Punch	Jumping Kick	Massive Multiple Mauler	Roundhouse	
 12.5%	 10%	 22.5%	 15%	

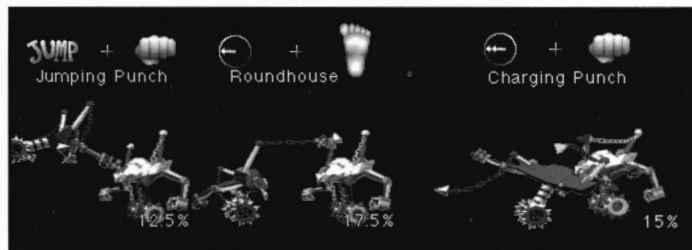


3-Hit Lawnmower Combo

A quick triple hitter that works best if the opponent is in the corner. Try to be as close as possible when the Ducking Strong Punch hits.

Damage- 38.5%

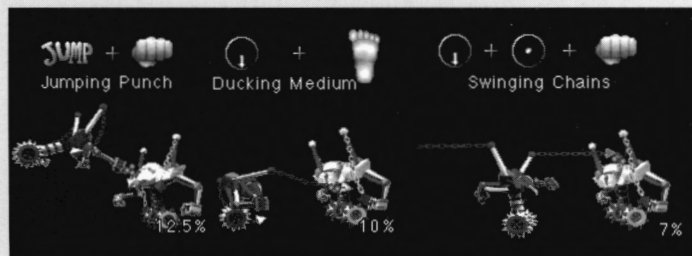
Difficulty- 7



3-Hit Fierce Combo

This combo requires the ability to hit with the chain after a jumping punch (see Corner Kicking) to work. It can end with either a Fierce Punch or a Charging Punch (same damage, but the Charging punch is harder and looks better).

Damage- 45% - Difficulty- 7



5-Hit Hurricane Combo

Like the 3-Hit Fierce Combo, you must master the Corner Kicking technique to pull this one off. You must also time the chain-to-chain part properly, hence the high difficulty rating. In REHIT mode, you can substitute the fast Swinging Chains with the slower, more damaging, kick-button Swinging Chains for more damage. You can replace the Ducking Medium Kick with a Ducking Jab making the combo easier but at the cost of 6% damage.

Damage- 43.5% (67.5% with the Kick Swinging Chains) - Difficulty- 8

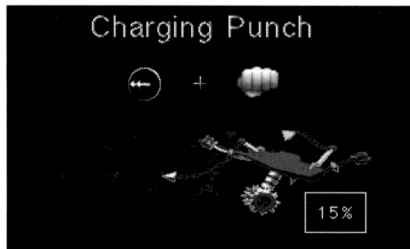
Pro Combo

7-Hit Super Hurricane Combo

Jumping Punch, Standing Roundhouse, Standing Jab, Standing Jab, and Swinging Chains

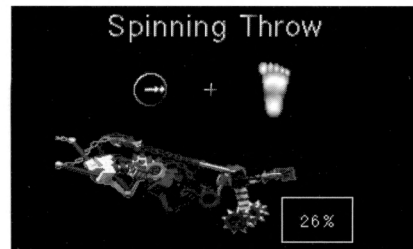
This one is a spectacular sight and one of the most difficult combos in the game. It must be performed in the corner and requires the ability to use the Corner Kicking technique. First, jump in with a Jumping Punch and follow it with a Standing Roundhouse Chain. Then, with perfect timing, execute two Standing Jabs, followed by either a fast Swinging Chain in Normal mode, or a slow Swinging Chain in REHIT mode. Awesome!

Damage- 61% - Difficulty- 9



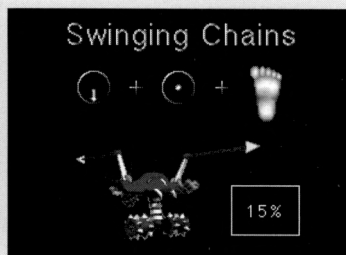
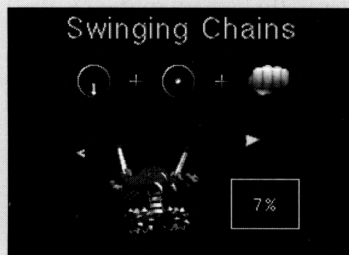
Charging Punch

Use this if your opponent is on the ground, but if he is jumping or far away and using defensive moves (Pyros' Fire Spin, for example) it is rather easy to stop. It's a great move to use whenever you're close to an opponent or they are just getting up.



Spinning Throw

Careful with this move! If you miss, you're open to attack for several frames. On the other hand, it does more damage (26%) and has more range than any other throw. It can be used in some combos, but if the opponent is in a blocking frame when you try it, it'll be blocked. If he's not blocking when it starts, then it can't be blocked. If you try this move in a combo and the combo is blocked then Flail won't grab anything but air. In Hyper mode you can do it from the air.



Swinging Chains

This powerful defensive move can get a 3-Hit combo for the faster version. You can use it to counter an opponent's attack when he is on the ground (but not against air attacks because Flail is vulnerable in the center). This move has almost no lag time and a long range which making it a great offensive move too. In Hyper mode you can control this move.

Flail's Strategies

Knocking Down the Walls

You can get an extra hit with the Charging Punch if you do it more than once because the move stops the moment it is blocked (though it does have a slight recovery period). So if your enemy blocks the Charging Punch, hit him again!

Hurricane Flail

Walk very close to your opponent, then use the Swinging Chains while holding Away. The opponent can't hit you because of the Swinging Chains, and he'll miss if he tries to jump at you, because you'll be backpedaling. Use the Kick Spinning Chain to get away faster, AND you can get two hits in REHIT mode.

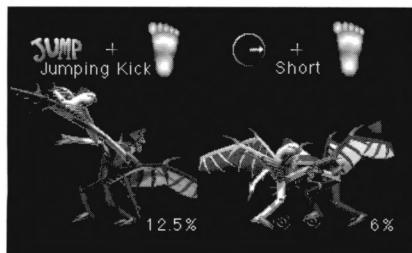


Gargoyle

Gargoyle players must be able to think and react quickly. Gargoyle does have a move for every situation, but knowing when to use those moves takes practice. Since his regular moves don't have great range, every aspect of his special moves must be mastered. His special moves are so powerful that a beginner using Gargoyle will usually beat a beginner using any of the other characters (mostly by depending on the Diving Talon).



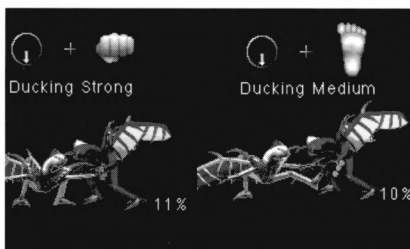
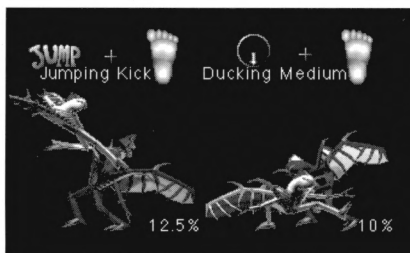
	+			+			+			+			+			+	
Jab			Strong			Fierce			Jab			Strong			Fierce		
4%			4%			15%			4%			11%			12%		
	+			+			+			+			+			+	
Short			Medium			Roundhouse			Short			Medium			Roundhouse		
6%			11%			17.5%			5%			10%			15%		
	+			+			+										
Jumping Punch			Jumping Kick			Reverse Bomb											
12.5%			12.5%			22.5%											



4-Hit Rising Talon Combo

Unless you've cornered your opponent, leave out the Standing Short Kick, because it will likely push him back too far for the Rising Talon to hit. To easily go from Ducking Jab to Rising Talon, think of it as doing a Ducking Jab, then a Standing Jab. The motion of going from ducking to standing will automatically activate the Rising Talon when you jab.

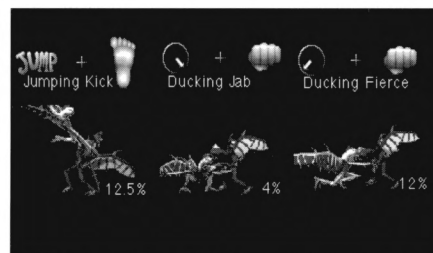
Damage- 39.5% - Difficulty- 5



4-Hit Shuffler Combo

This combo can be difficult but practice it and use it when you want to throw some variety into your game.

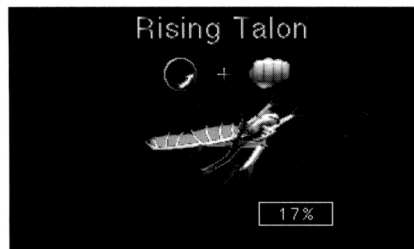
Damage- 43.5% - Difficulty- 8



3-Hit Fierce Combo

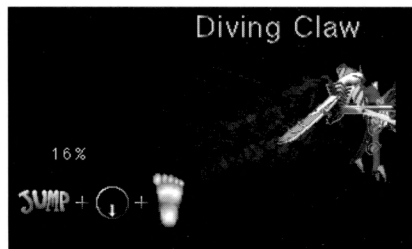
This combo is easy and effective. Use it whenever you get the chance, and you can even throw in a couple of extra jabs if you want some added damage.

Damage- 28.5% - Difficulty- 3



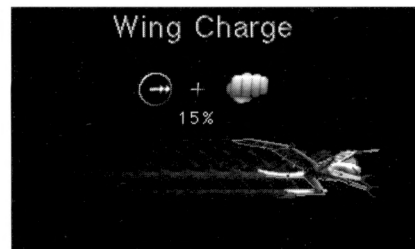
Rising Talon

This move is impervious to all jumping attacks while traveling up, and on the way down can break into any air attack (such as the Wing Charge, which, in Hyper mode, lets you break out into the Diving Claw). It isn't a great move to use against ground attacks but for fighting air moves, the Rising Talon can be better than Katana's Corkscrew Blade because it travels all the way to the top of the screen quickly but keeps a shallow angle to cover more ground.



Diving Claw

You can guide this move in case you want to pull back and save the attack for later. There is no fighting defence for it unless the opponent is above you, but any experienced player who sees this coming will block to save himself.



Wing Charge

This one takes practice. In the air it travels horizontally, but on the ground it moves in a slight arc. The move activates with very little lag time, but if blocked leaves Gargoyle vulnerable for a moment. This is an excellent retaliation move after an unsuccessful attack.

Gargoyle's Strategies

Charge!

Keep pounding the enemy with Wing Charges and you'll pull a hit. Use the Wing Charge at the end of a jump so you'll travel in a straight line close to the ground instead of in a slight arc. In Hyper mode, try starting the Charge high in the air, get above the opponent, and break out into the Claw Dive to surprise him. In REHIT mode, Gargoyle can hold the opponent in the air for a moment by using the Wing Charge twice, and then follow it with a Fierce Punch or Rising Talon (if in the corner).

Clearing the Skies

Just wait until the opponent jumps at you, then use the Rising Talon. You can also use it to set yourself up for another air move like the Diving Claw. The opponent will probably step back when you start going up, and then advance when he thinks you're vulnerable on the way down. Of course you won't be vulnerable and you'll have suckered him into another hit.

Taking out the Trash

The Diving Claw is a great move to throw into a fight every once in awhile (and even several

times in a row on beginners) to add confusion. If he blocks you, try following it with a Ducking Jab to a Rising Talon, and then another Diving Claw on the way down. Use the Diving Claw to jump towards the opponent (guiding yourself in the air) and turn around and dive at him from behind. He won't be able to switch the block to the right side in time, and if he tries to attack you he'll probably be going the wrong way. The Diving Claw can only be countered by a standing block, so you can walk up, jump, and then use it at the very start of your jump. If your opponent is duck blocking, he eats the wall. Guide the Claw to the opponent to pick up speed for a good smash when you hit. Use the Diving Claw right after throwing the opponent into the wall, (hold Towards) and end up behind him where you can use a surprise attack.

Taking Control

The Gargoyle can use his wings to control himself in the air. An agile pilot can easily jump the entire screen length, so the enemy is never safe from attack. You can fake an

opponent into doing a jumping attack by jumping towards him and holding back, making Gargoyle actually back up during his jump.

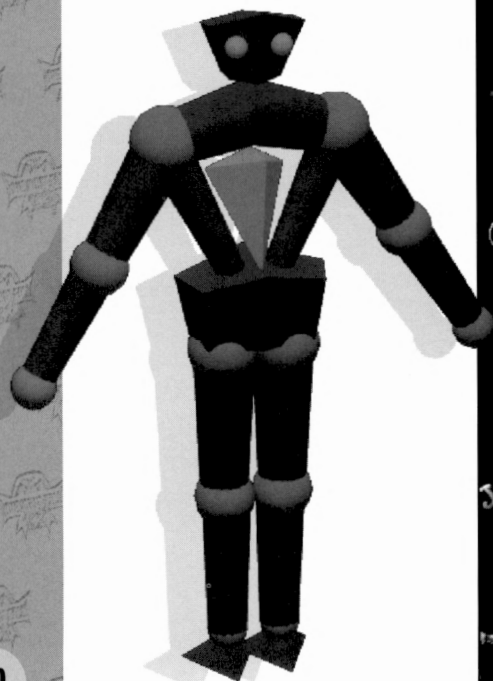
Mix and Match

If you can get the opponent in the corner (with the Diving Claw?) try throwing a couple of Wing Charges, Ducking Regular moves, Standing Roundhouse Kicks, and Diving Claws (jump and do it immediately). This continual onslaught is usually too much for an opponent to take and will leave him begging for mercy.

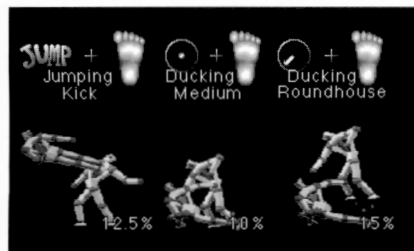


Chronos

Chronos, like Jaguar, is easy to use, making him a great mech for beginners. Experienced players will make good use of his teleport and many combos.



Jab	Strong	Fierce	Jab	Strong	Fierce
6%	6%	7.5%	4%	11%	17%
Short	Medium	Roundhouse	Short	Medium	Roundhouse
10%	12.5%	13% Per hit	5%	10%	15%
Jumping Punch	Jumping Kick	Temporary Departicleizer			
11%	12.5%	22.5%			

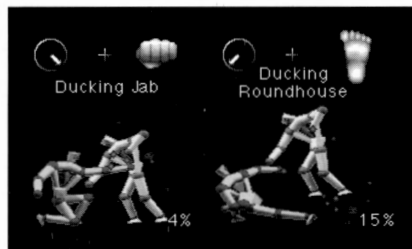
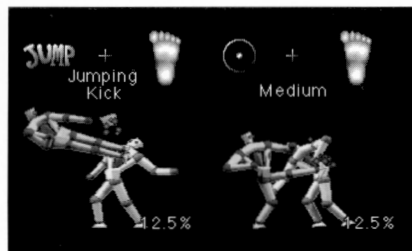


3-Hit Kick Combo

This combo is great to learn the “feel” of Chronos’ combos. Once you have this one down pat, the more difficult ones are within your grasp. It is not very effective as a dizzying combo because even if you do dizzy the opponent it is not likely they will stay that way long.

Damage- 31.5%

Difficulty- 3

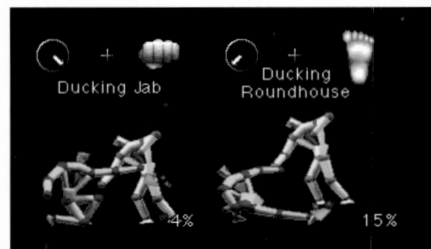
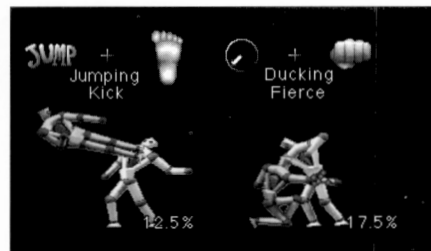


4-Hit Slide Combo

This one looks good, but is mostly meant to be mixed in with other combos to add flair to your arsenal.

Damage- 44%

Difficulty- 4



4-Hit Roundhouse Combo

This painful looking combo is great for finishing off a dizzy opponent, but is best used ONLY on dizzy opponents because you must be very close to score a jab after a fierce punch. Try it out after you have practiced the 3-Hit Kick Combo for awhile.

Damage- 48.5%

Difficulty- 5

Pro Combos

4-Hit Defense Combo

Ducking Fierce Punch, Ducking Jab, Ducking Medium Kick, and Ducking Roundhouse

Because of the moves used in this combo, it is nearly impossible to start it with a jump kick, therefore it is best to use in defense of a slide attack, or if you have the enemy dizzy but do not have enough time to step back and jump at them. Not only does it look powerful, it IS powerful.

Damage- 46%

Difficulty- 6

5-Hit Finisher

Jumping Kick, Ducking Jab, Ducking Medium Kick, Ducking Medium Kick, and Ducking Roundhouse

If you've knocked the enemy down to half energy and they're dizzy, then this combo will take care of the rest. Chronos' 5-hitter is one of the least difficult 5-Hit combos in the game, and will dispatch those people who just won't stop using Ibrahim.

Damage- 51.5%

Difficulty- 5

4-Hit Kick Combo and 4-Hit Punch Combo

Kick

Jumping Kick
Ducking Medium Kick
Ducking Medium Kick
Ducking Roundhouse

Damage : 47.5%

Both of these combos are done nearly the same way, and are pretty easy to learn. It is best to use them to dizzy an opponent if you're close enough, or upon a dizzy opponent if you cannot do one of the more powerful combos.

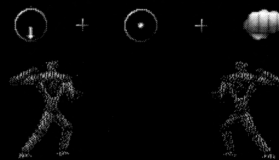
Difficulty: 5

Punch

Jumping Punch
Ducking Fierce Punch
Ducking Strong Punch
Ducking Strong Punch

Damage : 51.5%

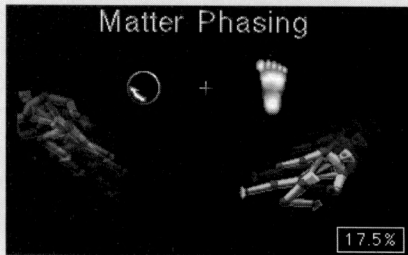
Small Scale Teleportation



Teleportation

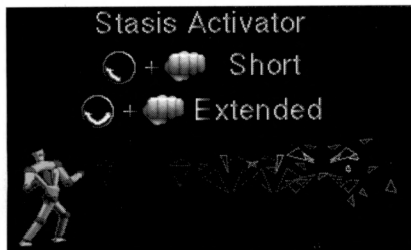
If you hold left or right after teleporting, you will appear on the left or right side of the screen. If you don't press anything you will appear directly behind the opponent. Always take into account the time it takes to teleport in and out because, although you aren't entirely there, you can still be hit.

Matter Phasing



Matter Phasing

Don't do this move when near your opponent. It is hard to counter coming down, but it is completely vulnerable going up. In Hyper mode you can do it in the air to quickly get to the other side of the screen and confuse the opponent. Don't overuse this move, because it's easy for the other guy to block you and move in for a throw by just walking toward you.



Stasis Activator

This projectile move takes a long time to activate, making it useless in combos. In Hyper mode it is the least controllable of the projectiles, but you can use what you have to increase the range (hold close) to freeze the opponent on the ground.

Chronos' Strategies

One Too Many

Don't overuse any of Chronos' special moves. None of his moves are meant to be used when cornered because they all leave him open to attack for a few frames. His Wall Leap can be used as a method of escape if you think the opponent is far enough away that you will get away with it (but it is best not to use it if you are under a heavy onslaught).

Kiss My Fist

Chronos' backhand can stop opponents who like to make attack after attack up close. However, it is a rather slow move, so beware of sweeps if you miss.

Turn Around

If someone slides at you (and you block it), either do a Standing Roundhouse for two hits, or a Ducking Short followed by a Ducking Roundhouse. Chronos' backhand can deal with opponents who like to make attack after attack up close, as it can usually stop any onslaught with its long range. His throw can be deadly if you are willing to open yourself up to attack by using the Wall Leap to place yourself as close as possible to the opponent.

Wall Jump Attack

By repeatedly doing Chronos' Wall Jump on ground level and in the air, you can befuddle an opponent who doesn't move around very much. Since the wall jump is more effective if done in the air, this strategy works better in Hyper mode.

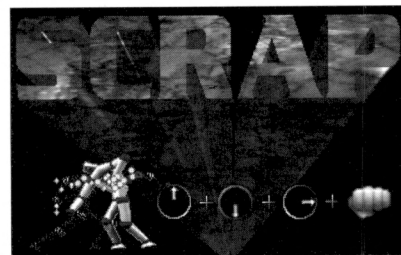
Teleport Toss

Although not an incredibly quick move, it is possible to surprise the opponent from behind while

he turns around to face you. Without pressing left or right, teleport behind the opponent, take advantage of the split second it may take him to get his bearings and throw him

Deactivation

Use the Stasis Activator sparingly, it's slow and opens you up to attack. Always hold Towards after throwing the prism to ensure that it achieves maximum range. Try not to freeze the enemy in the air because the most damage you can do to them is a single air attack. One way to increase the usefulness of the Stasis Activator is to do the Wall Jump immediately afterwards, attacking the opponent from both sides (the downside is you may freeze them and accidentally hit them with the wall jump before you get to combo them). In Hyper Mode you can aim the extended Stasis Activator after throwing it, catching your enemy off guard. In REHIT mode, you can knock your opponent into the prism if they jump at you.



Nova

The pet project of Major Kreissack, Nova is the ultimate fighting machine. An array of range weapons, long range double-hit regular moves, and the earth shattering Earthquake Smash will make your tournament opponents think twice about their snide remarks.



Jab	Strong	Fierce	Jab	Strong
5%	13.5%	16.5%	6%	11%
Short	Medium	Roundhouse	Short	Medium
7%	9.5%	10% Each	6%	12%
Jumping Punch	Jumping Kick		Roundhouse	Fierce
12.5%	12.5%		17.5%	10% Each

Since combos depend on arm and leg speed and these are variable in Tournament mode we can't give you any sure-fire Nova combos. Try these when you get at least half the possible arm and leg speed: 1) Alternate between Crouching and Standing Medium Kicks. 2) Switch from a Crouching Medium Kick to a double-hit Crouching Fierce Punch. 3) Switch from a Standing Strong Punch to a Crouching Strong Punch (and from there into a Crouching Medium Kick to Crouching Fierce Punch).



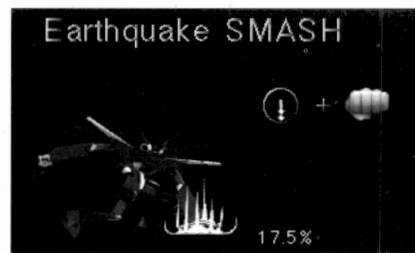
Mini Grenade

Don't be fooled by the "mini", this bouncing bomb packs a punch. Use it with Nova's rockets and Earthquake Smash and you can trash an opponent without ever touching him. Use it alone to counter a jumping opponent just as they leave the ground.



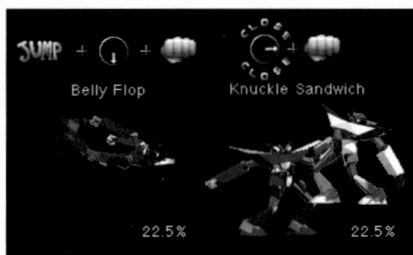
Missile Launcher

From the ground, the Missile Launcher will quickly flatten your opponent against the wall. Once they're down, you can throw out some more, and nail them with the Mini Grenade if they attempt to jump over you. From the air the Launcher can catch your opponent by surprise, especially if he thinks you're retreating. Use it if you are in danger of being poked by the spikes in the Spike Pit or shot by jets in the Desert. It will hold you in the air for a moment while the rocket launches.



Earthquake Smash

This will dump an enemy on his butt from anywhere in the ring, as long as he's got his feet touching the ground. With high Arm Speed this move is devastating, but when starting out don't use it if the bad guy is too close to you because it gives the opponent plenty of time to nail Nova while his arm is up. Be careful, as the computer somehow knows whether or not it has enough time to hit Nova before he strikes the ground. An important note: The computer will always jump when you use this move.



Belly Flop

Use this for an occasional quick knock down. Use it in REHIT mode after an enemy hits you into the air, and if they try to follow up with multiple hits they'll get nailed. For fun you can juggle an opponent in REHIT Mode with the Belly Flop by knocking them into the air with the Earthquake Smash first.

Nova's Strategies

Projectile Hell

It doesn't take a rocket scientist to see that the computer just can't handle a hail of Nova's projectiles. Alternate between the Mini Grenade, Missile Launcher, and Earthquake Smash, and the computer will usually end up trying to block the Mini Grenade, then jump into the Missile as you use the Earthquake Smash. If the opponent actually manages to jump towards you, nail them with a quick standing Fierce punch.

Juggling

In REHIT mode, the Mini Grenade and Earthquake Smash are great ways to send the opponent into the air for some juggling. From afar: Hit them into the air with the Grenade or Smash, and time a Missile to hit them while they fly through the air, which will knock them into the wall. When they're dizzy, throw a Grenade, then jump over it so the Grenade knocks them into the air where you're waiting to stomp a heel into their face. Throw in a Standing Roundhouse Kick for good measure.

Maximum-Compression

The Belly Flop holds a special advantage over most jump moves: no matter how early in your jump you use it, you can't be hit from below until you land. You can jump toward the opponent and immediately do the Belly-Flop, and after you hit them or they block, jump and do it again. The move has such wide range on the bottom that if they try to hit you they'll get nailed.

Keep-Away

Nova is not a great Mech for close up fighting. His Ducking Roundhouse is slow. His Ducking Fierce is slow. His Standing Kicks are clumsy. What's a pilot to do? Keep him away with projectiles and in the unfortunate instance that he gets close, use the one quick move in your arsenal: the Standing Fierce.



Defensive Tactics

How to Counter the Special Moves

Don't think you're the only kid on the block who knows how to do all the special moves.

Here's what to do when those bad boys start throwing all your tricks right back at you.

Blocking

If you slept through the One Must Fall 2097 manual then you're probably not aware that blocking is accomplished with "away" moves.



Jaguar

Jaguar Leap

Immediately block and combo or throw him during the recovery.

Concussion Cannon

Get as close as possible and jump over the bolt, then combo when you land.

Overhead Throw

Jump back and do an air move to get out of the way while hitting him. Alternatively, block it and you should be close enough to go for a throw.



Shadow

Shadow Dive

Jump back or up and try to hit it from above. If not, block then try to get a hit as it fades away.

Shadow Punch

Sweep it, slide it, or block and hit it as it fades away. Throw a projectile for a sure hit!

Shadow Slide

This move is hard to defeat on the ground.



Shadow (continued)

With Chronos, try to freeze it if you're far enough away.

Shadow Grab

Try backing up and hitting it as it comes down (or with Electra use Electric Shards immediately).



Thorn

Speed Kick

As with Jaguar's Leap, block it then nail him.

Off Wall Attack

Block and lash out, OR if you can get above him, counter with an air attack.

Spike Charge

Either try to sweep him, jump attack him, or block it then hit him (be careful that he doesn't throw you after you block it).



Pyros

Fire Spin

In the air try to hit him in the head, and on the ground attack him with a high jump if you are using an agile pilot.

Super Thrust Attack

The easiest way to stop this attack is to sweep him or slide at him, as his "legs" are highly vulnerable. If jumping, try to hit him in the head, where he is also vulnerable.

Jet Swoop

If he starts it low enough, you can get above him and hit him with a jumping move. On the ground it is best to block him then counter.



Electra

Lightning Sphere

If you're close enough, jump over and combo him, otherwise block and advance while his hands are still out.

Rolling Thunder

Either try to stop it with a defensive special move (Pyros' Fire Spin, Flail's Swinging Chains, or Katana's Corkscrew Blade) or try to hit him while he rebounds off your block.

Electric Shards

Either use a projectile, or block. The attack has a wide defensive range, and trading hits is the only way to hit, other than projectiles or the Corkscrew Blade.



Katana

Rising Blade

Block it, combo him. 'Nuff said.

Head Stomp

A difficult move to defend against, either jump back and kick him, or block it, then chase after him.

Razor Spin

Block, block, block! A scant few moves will counter it, but it is best blocked.



Shredder

Head Butt

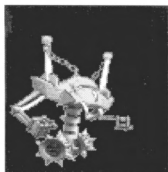
Block it then try to hit him before he can pull off another. Be wary that he may break out of the Head Butt hit you with the Flip Kick.

Flip Kick

A very deadly move. Either get back or block it. If you're far away, risk a projectile. A good time to use Chronos' Matter Phasing (though the Flip Kick will stop this move in its first couple frames of animation).

Flying Hands

Either try to sweep him, or use a projectile. Jumping at him will usually result in either one or both of you getting hit.



Flail

Spinning Throw

Try to stay out of close range with Flail, or hit him if he tries to get close enough to use it. If he misses, don't waste time, walk up and pay him back!

Charging Punch

If he's near you, block and retaliate. If he does it from afar, jump forward and hit him on the way down.

Swinging Chains

Flail is vulnerable in the middle (head area) during this attack, so get back, then jump in and hit him with an air attack.



Gargoyle

Diving Claw

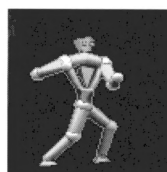
Block. If you try to hit him, you'll eat the wall. Only invincible moves are any use against this move.

Flying Talon

This move is invulnerable to ANY air move, so don't jump at Gargoyle when he is on the ground unless you're far enough away to avoid getting hit. Avoid him on the way down too, as he can break into any air move from there (in Hyper mode).

Wing Charge

A couple of regular moves may trade blows with this attack, but it's best to wait until afterwards and hit him while he recovers.



Chronos

Teleportation

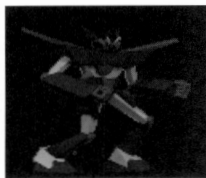
Hit him while he is still appearing and before he can throw you.

Matter Phasing

Either block or jump backwards and try to counter.

Stasis Activator

It's always best to block the Activator. If you want to get fancy, try to jump over it and nail Chronos.



Nova

Mini Grenade

Do anything, but don't just stand there! Don't give Nova enough time to launch multiple missiles, you'll never live through it. Use small jumps or projectiles of your own to nail him before he can put you in projectile hell.

Missile Launcher

(Ground) Rather than jumping towards Nova when he does this move (unless you're close enough to jump over him) jump straight up or back so that both mechs are at a stalemate until Nova makes a move.

This is the case with a lot of Nova's attacks.

(Air) Here it's easy to walk under the rocket and hit Nova as he falls. If you're too far away for walking, avoid it by jumping towards Nova.

Earthquake Smash

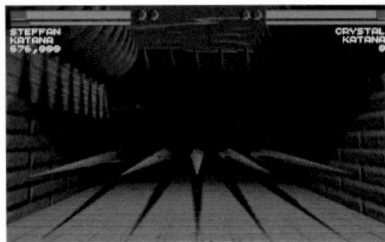
There are two things to do with this move. When close, pound Nova as his hand flies up. Otherwise jump in while you can and combo him on the way down. He'll make some nice cracks in the pavement.

Belly Flop

Don't try to block this move and then hit him. Get on top of Nova where he's defenseless for its duration, or use a projectile before he smushes you.

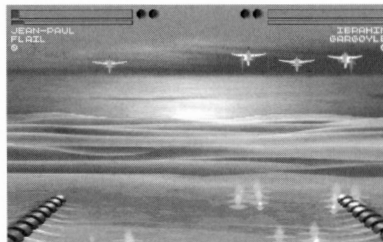
The Arenas

Spike Pit



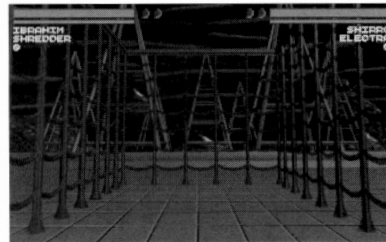
If you have a stereo sound card, you can tell if a spike is coming toward you to your left or the right with your ears (headphones recommended). If the sound is centered, **WATCH OUT!** Take advantage of REHIT mode and toss or hit your opponent into a spike as it comes out. Spend some time alone in the Pit in two player mode to practice special moves that hold you in the air. Try Jaguar's Leap, Katana's Corkscrew Blade, Gargoyle's Wing Charge, and Nova's Air Missile Launcher to start.

The Desert



There's more to the Desert than walking out of the way of oncoming bullets. Just like a real plane, the bullets will move up as the jets swoop up. You have to be either out of the way or at the top of your jump to avoid getting hit multiple times, and likely dizzied.

Power Plant



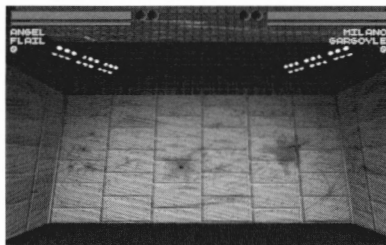
The ultimate reactive hazard: Electric Walls! Use power moves like Charging special moves, throws, or jump moves when both mechs are in the air to give your opponent a jolt to remember.

Fire Pit



Hit that little globe to send a fireball up from the floor directly under your opponent. They'll go down unless they were jumping forward or back. You may find the sphere hard to hit with some moves, so stick to the ones with a wide range like Flail's Jumping Kick, Nova's Belly Flop, Katana's Corkscrew Blade, Thorn's Jumping Punch, etc.

Stadium



There are no dangers in the Stadium except the impending attacks from your opponent, but the lighting effects make it one of the more interesting arenas. Walk into the center of the arena and you will light up under the stadium lights. Move to the walls and you will darken in the shadows.

Pro Techniques

Corner Kicking

Certain moves are too slow to be used right after a jumping move (such as Flail's Standing Roundhouse Chain) but by getting a full jump's distance away from an opponent, jumping in, and hitting the nearest upper corner of their mech just before you land, you can combo into a slow move. It takes practice but it'll help buy time for the slow moves.

Switcharound

Some jumping moves hit from the back of the attacker's body, enabling a mech to pull the opponent with them for the first hit and allowing more hits in a combo. Characters that have this ability include Thorn, Flail, Gargoyle, and Jaguar. See the Thorn's Backfoot

Backlash for an example of how to do this difficult (but hard to block) technique.

Dizzy Bonus

When a mech gets dizzy, you can hit him while he is falling down, so combos that normally wouldn't work are possible (as you have more frames to hit him.) When you see the red sparks flying, don't hesitate. Make your combo as long as possible!

Juggling

By playing in REHIT mode, you can hit your opponent multiple times in the air. Spend some time finding some REHIT combos for your favorite mechs, it'll come handy, trust me.

Also, watch the computer play in demo mode with REHIT mode. The computer makes incredibly

good use of REHIT combos, especially on high difficulty levels

Tournament Play

Always leave a cash “buffer” (400-800k at the start, more as you progress) in case you lose a fight. Otherwise parts of your mech will be sold to cover repair costs, putting you in a downward spiral of loss after loss.

Never, EVER enter a Tournament if you don't have enough money. You'll lose parts just to pay the entrance fee, which may leave you too weak to fight.

Don't trade mechs in the middle of a Tournament. You'll be left with an underpowered mech fighting other buffed up pilots. Trade just before you enter, but make sure you have enough money left over to both buy some powerups (so you don't go into your first fight with a bare bones mech) and pay the Tournament fee. You only get back 85% of the purchase price for each

part of your mech when you trade it. On the other hand, this is better than selling where you only get 70% back.

The other pilots' mechs will almost always be slightly more powerful than yours. Their power and ability is based the overall value of your character and mech. If you go back to the first tournament with a fully equipped mech, it'll still be challenging, and you'll make more money per fight.

Armor works differently than Endurance. Endurance increases the amount of damage you can take, and Armor lowers how much each hit does to you. Therefore no matter how much Endurance you have, a solid hit will still cost just as much to repair. Armor lowers that cost.

Super Secrets

Advanced Menu

A hidden menu in OMF will give you a load of options. From anywhere in the game, press and hold 2, 0, 9, and 7, and an extra menu will be added to the Gameplay selection. This menu includes:

Defensive Throws

You still have to be close, but now if he's crowding you and you're backing up, you can throw him.

Throw Range

Adjust how close you have to be to throw your opponent. Set it to the minimum and it's impossible to make a throw! Set it to the maximum and you've got a throwathon.

Jump Height

Not jumping high enough? Crank it up! Don't like all those flying robots? Keep 'em near the ground.

Hit Pause

Adjust the amount of time the game pauses

after a hit or a block.

Vitality

This will increase (or decrease) the amount of damage a robot will take before it drops. It is equivalent to Armor in Tournament mode, hence no matter what you set it at, it doesn't affect Tournament play.

Knock Down

This affects jumping attacks. If you set it to Kicks and hit your opponent with a Jumping Kick, he'll be knocked down. Same for Punches. You can also choose Both to make sure he never gets off the ground.

Block Damage

Turn this on, and even if you block an attack, you will take damage. Example: You set it to 20% and you block your opponent's Jab, which, if it connected would cause 5% damage to your mech. You'll still take 20% of that 5% damage which is 1%. Why would you want to do this? Well, it works both ways! Theoretically it's possible to defeat an opponent without ever landing a blow!

Difficulty Settings

If you think you're macho, when choosing your

difficulty level, press and hold right for a couple seconds and you will be put into DEADLY mode. Not tough enough? Hold down O, M, and F for a couple of seconds, now press the right arrow again. If you were in DEADLY mode, you'll now be on the ULTIMATE difficulty level, the ultimate challenge. Still too easy? Do some push-ups and stop drinking so much caffeine.

Sound Test

Press and hold ALT, S, and F from the Title Screen to activate a Sound Effects test on the Configuration menu. Amuse your friends with strafing jet sounds! Bring it to band practice and turn any song into post-industrial grunge rock with this collection of clangs!

Color Selection

In the 2 Player Game, when you are on the robot selection screen you can change the colors of your mech. For Player 1, the 1, 2, and 3 keys will change the primary, secondary and tertiary colors. For Player 2, use the 4, 5, and 6 keys. If you manage to make your robot too hideous to look at, pressing F9 will restore them to the original colors.

BIG Damage

If you hold down BIG and a number, you will multiply the debris flying off your opponent by the number you hold down. Hold down BIG 9 for huge amounts of flying robot parts, but make sure you've got a fast computer, because all that junk slows down the game considerably.

REINing Scrap Metal

If you hold down REIN the debris flying off your mechs won't dissolve on the floor, it will move through it and start raining down from above! It's raining scrap metal!

REHIT Mode

One of the selections from the Secret Menu is REHIT mode, which adds an entirely new factor to fighting in OMF by allowing a mech to hit his opponent while he falls after being hit in the air. Some REHIT mode rules and hints:

RULES

1. You can only use the same move once after the enemy has been hit into the air. Every time you hit him in the air, he will only take 60% of the normal damage for the move you use.
2. After a few hits you can't walk forward. This gives the other guy a break.
3. You can't rehit an opponent after they have smashed into the wall (Flail's Charging Punch) or electrocuted on the Electric Wall.
4. If you manage to dizzy your opponent while he's being juggled, he will become invulnerable, allowing him to hit the ground and recover for a second (until you hit him again).

HINTS

After throwing an opponent, some mechs can attack as the thrown opponent falls backwards. Take advantage of this with a Roundhouse Kick, and more if you have time.

Try to juggle an opponent in the air with Fierce Punches or Roundhouse Kicks (and some special moves). If you use Jabs, he'll regain his ability to hit back, which can put some mechs at risk.

If you hit the opponent in the air with an air move, jump again and try to get another hit. If you do you'll fly backwards, so you cannot hold them in the air indefinitely.

Projectiles aren't affected by rule 1, so you can get more than one hit with Shadow's Shadow Slide or Shadow Punch (which count as projectiles), and sometimes other projectiles.

Pilot Fighting Styles



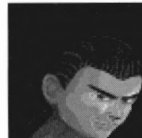
Crystal

Crystal will move in for a throw whenever she can. She relies primarily on the greater damage provided by special moves, even when this puts her in jeopardy. She has a good defense, blocking much of what you try to throw at her, but will take the fight to you whenever she can. She's prefers ground fighting, but will take to the air if she has to.



Steffan

Steffan prefers a stand-up fight, avoiding ducking moves and trying to tag you on the chin whenever he can. He'll take to the air to get over to you as quickly as he can and keep you backed into a corner. For all his bluster, he doesn't block well so when you see an opening, attack.



Milano

Milano doesn't like throws, special moves, or jump attacks feeling that all those fancy moves just corrupt a pure sport. Even though he won't attack you from the air much, he does like to jump. He will usually jump, land, THEN attack. He's a very offensive fighter, but can block when he has to. He'll stay on top of you, trying to corner you whenever he can.



Christian

Christian is known for keeping his cool in the arena, with no preferences for any particular kind of move. This is good for him, but bad for you, because you never know what to expect from him. He will use whichever move seems most appropriate to a situation. He's very aggressive, but generally can't block what you throw at him. Watch out, he'll combo you to death!



Shirro

Shirro uses throws and special moves almost exclusively. He sticks to the ground, and hangs back. He doesn't have a great defense but because of his great power rating he doesn't need to hit you much before you're on the pavement.



Jean-Paul

Jean-Paul loves those special moves even though he doesn't attack all that well. It's hard to get an attack through his defenses. He'll stick to the wall to make you take the fight to him.



Ibrahim

Ibrahim isn't real big on taking to the air, and tends to hang back. He prefers special attacks and ground moves. If you can catch him in the air you're more likely to hit him, since he eschews attacking from up there. His great endurance coupled with his usual defensive posture make matches go on for quite some time.



Angel

Angel doesn't like to throw, so if you can get close to her you can usually throw her first. Of course she's so aggressive that getting close will usually get you hit. She's on top of you a lot, and jumps a lot, tending to combo from a jumping attack. She'll jump over projectiles before you can recover and nail you with a combo.



Cossette

She's a very defensive character, but every once in a while will lash out to pummel you. Take the fight to her! She doesn't jump very much but when she does, she'll use it to attack. She's not very partial to special moves, preferring whitebread fighting techniques.



Raven

He's extremely aggressive, will stay on top of you all the time, and will move in for a throw whenever he can. He favors those special moves, mixing them up to combo you. Once you start landing blows his defense will crumble, leaving him open for some quick combos.



Major Kreissack

The most aggressive character with excellent defense and excellent offense, making this guy the best fighter in the game. He favors special moves but since he always fights in a Nova (whose special moves are slow), you can counter him by hitting him before he completes it. If he gets close he'll definitely try to throw you, so stay away from him, especially when he's getting up. He will constantly come at you, never letting up. He takes no prisoners!

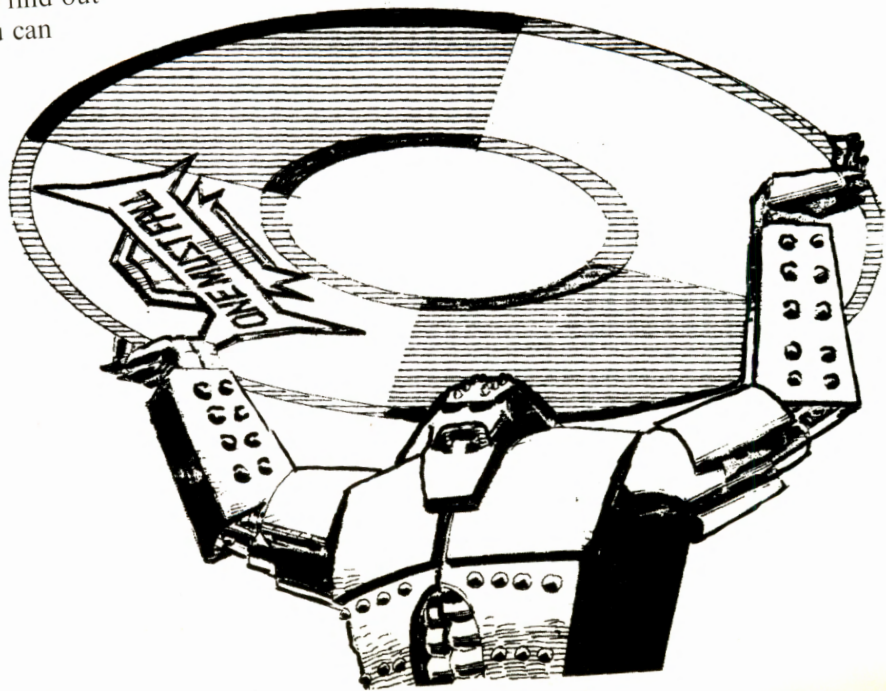
Here's a secret tidbit for you; the pilot ICEMAN, that you will meet in tournament play, is the author of One Must Fall 2097 himself - Rob Elam! The pilot JAMES also bears a noticeable resemblance to Epic Pinball author James Schmalz.

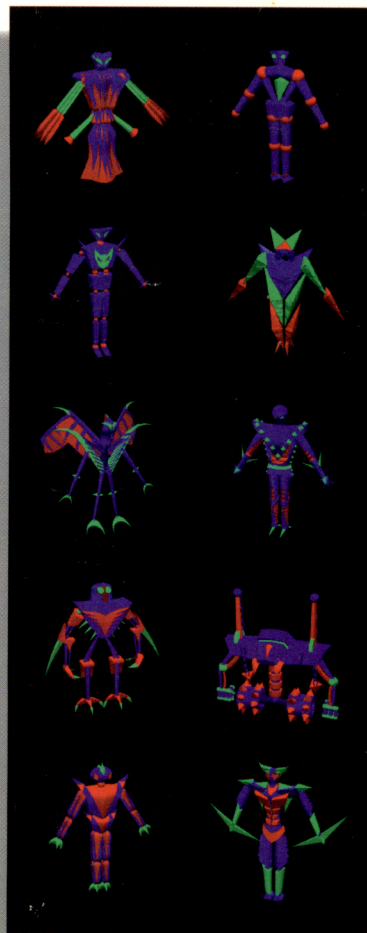
One Must Fall: 2097 Enhanced CD-ROM Version Now Under Construction!

You may think you've seen it all but the OMF Enhanced CD-ROM has even more great action. It features lots of incredible new, never-before-seen robots, new pilots, new arenas, modem and network play plus tons of new moves. If that's not enough then you'll be amazed to find out that one side of the CD-ROM is so shiny you can see your reflection in it!

Call Epic MegaGames or your nearest Epic MegaGames dealer to find out the details of the OMF-CD. If you're a registered One Must Fall owner you'll be entitled to special upgrade pricing when you purchase the CD-ROM from Epic MegaGames.

Available second quarter 1995.





Epic MegaGames Inc.
10406 Holbrook Drive,
Potomac, MD. USA 20854
Telephone (301) 983-9771
Fax (301) 299-3841

Epic MegaGames U.K. Ltd.
11 Baker Avenue, Pottton,
Beds., England SG19 2PJ
Telephone +44 (0)1767-260903
Fax +44 (0)1767-262043

Epic MegaGames Deutschland GmbH
Mendelssohn Str. 15d
D-22761 Hamburg, Germany
Telephone +49 (0)40-899-684-0
Fax +49 (0)40-899-684-99